

FREE!     |01

Issue 19 | August 2008

HGzine

Free Magazine For Handheld Gamers. Read it, Print it, Send it to your mates...

>>> FIRST NEWS! 

PES 2009
Konami aim for the top spot

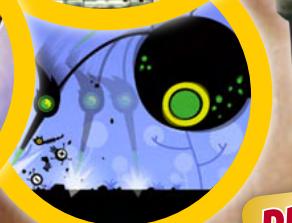
PSP 

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OH-OH-SEVEN  

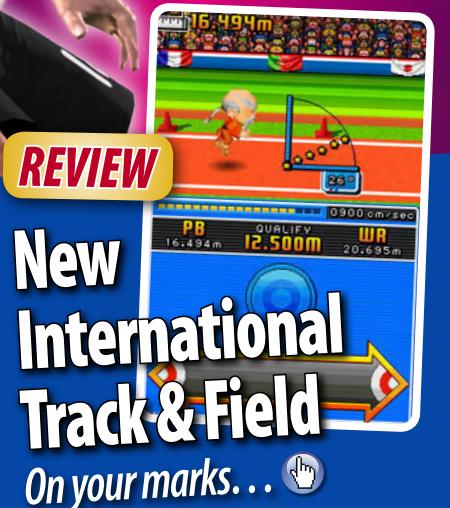
PREVIEW   

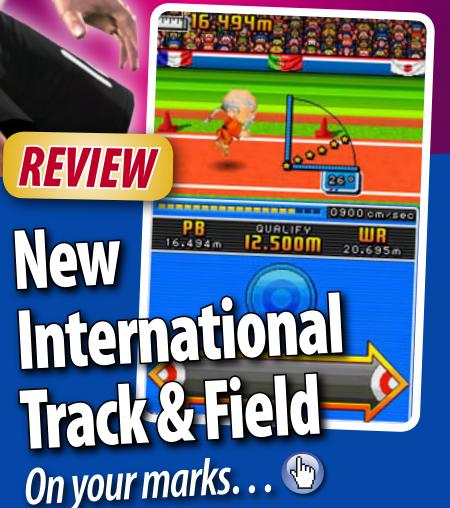
REVIEW 

Race Driver: GRID
The best-looking DS racer yet?

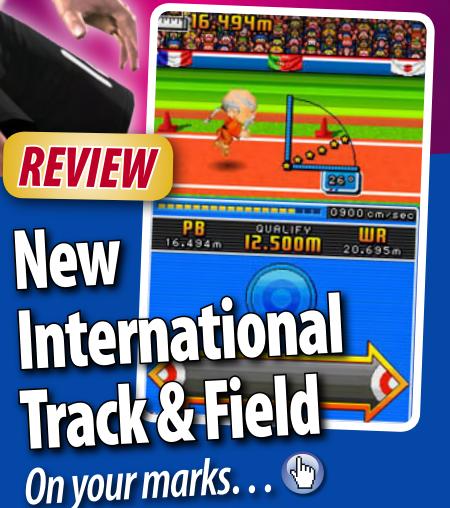
PREVIEW 

Final Fantasy IV
The RPG classic is DS-bound

PREVIEW 

New International Track & Field
On your marks... 

WIN! COPIES OF GUITAR HERO: ON TOUR AND NINJA GAIDEN! 

REVIEW 

Quantum of Solace
Bond is back! 

LEGO Batman
The Dark Knight gets the LEGO treatment! 

CONTROL      

Welcome to HGZine

If you're heading off on your holidays and packing your DS or PSP (or, for the lucky few, both) then there's plenty of top buying advice here to get the perfect game to take with you.

Solo gamers could do worse than plump for Race Driver: GRID, and for those of you looking for a family game for those rainy days in your caravan in Devon, then Buzz! Quiz Master is the perfect way to waste an hour or two.

Our game round-up feature proves that this Christmas is going to be a very merry one for DS and PSP owners, as we've compiled a list of the definitive games you'll likely to want to find stuffed in your stocking on Christmas morning.

And finally, make sure you come back next month, as HGZine is changing and we've got some big plans for the new magazine.

See you then!

Dean Mortlock, Editor
HGZine@gamerzines.com

MEET THE TEAM

They play games for a living, drive around in fancy sports cars and live in castles made of gold – they are... the writers.



Dean Mortlock
Dean wrote enough this month to earn his place among the HGZine writing elite.
PLAYING THIS MONTH:
Race Driver: GRID



Chris Schilling
We gave Chris two more Final Fantasy games this month, which made him very happy indeed.
PLAYING THIS MONTH:
Final Fantasy IV



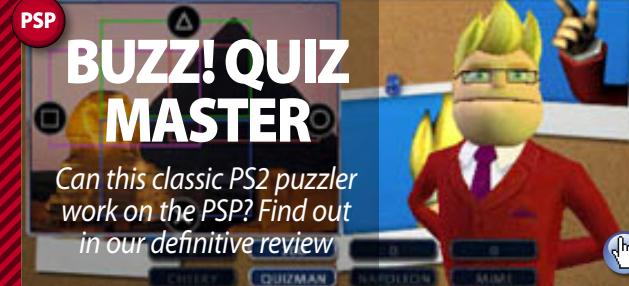
Damien McFerran
Damien's the man to thank for compiling our excellent feature.
PLAYING THIS MONTH:
Everything

DON'T MISS!
This month's highlights



DS AND PSP: THE YEAR AHEAD

The biggest games coming soon to a handheld console near you!



BUZZ! QUIZ MASTER

Can this classic PS2 puzzler work on the PSP? Find out in our definitive review



LEGO Batman
Holy building blocks, Batman! The Caped Crusader gets the LEGO treatment

QUICK FINDER

Every game's just a click away!

SONY PSP
PES 2009
Hellboy 2
International Athletics
Buzz! Master Quiz
Space Invaders Extreme

NINTENDO DS
Quantum of Solace

Final Fantasy Tactics Advance
Doodle Hex
Arkanoid DS
Wall-E
News round-up

MOBILE PHONE
News
Reviews

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Without the multimedia playing, the magazine will look correct, but you will be missing out on all of the extra content built into each issue, like videos, animated screenshots, annotations, quizzes, competitions and more.

We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.



The two licensed Premier League teams this time around are reported to be Manchester United and Liverpool.



"Konami really has to start raising its game for the next edition of its critically acclaimed football series"

PES has always had the edge in terms of close control, so expect dribbling to be fast and fluid, and the passing suitably crisp.



The home console versions look far better than last time – hopefully the PSP version can follow suit.



Publisher: Konami
Developer: Konami
Heritage: Pro Evo series
Link: N/A
ETA: Q4 2008

PREVIEW FEEDBACK!
Click here to tell us what you think of PES 2009

PES 2009

Is PES up to challenge FIFA this year?

LATEST NEWS

What's the story?

With EA's FIFA games improving year on year, Konami really has to start raising its game for the next edition of its critically acclaimed football series. Last year FIFA nudged ahead on home consoles, while the PSP versions were just about neck and neck. So what does Konami have in store this time around to justify upgrading from last year's game? And will it be enough to win the footy game title this season?

What do we know?

Konami is still playing its cards fairly close to its chest (as it usually does), though Seabass and team have been working very hard to get back on top. Expect a more noticeable graphical upgrade this time around – with a host of new animations which will allow players to move even more realistically than before. Players will be able to customise the game in much greater detail to suit their own preferences, while a host of new manoeuvres make skilful play that much simpler. Otherwise it's the same Pro Evo we all know and love.

When do we get more?

It's usually out around October, so don't expect any change this year. But will it beat FIFA to the punch?

Anything else to declare?

Two more notable additions are extra online features and some apparently 'innovative new control elements'.

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◀ CONTROL ▶



DS

QUANTUM OF
SOLACE

Publisher: Activision
Developer: Vicarious Visions
Heritage: Spider-Man 3,
 Guitar Hero: On Tour
Link: <http://007thevideogame.com>
ETA: 31st October

Having the left screen showing the map and other important info keeps the touchscreen free of clutter.



You'll be able to switch the display to show which items you're carrying.



When you're close to an opponent, the camera will zoom in and you'll engage in some fierce touchscreen brawls.

Bond bought himself a 360, so it was time to get rid of his old Xbox... so he shot it.



Quantum of Solace

Bond does it in stylus

LATEST NEWS

What's the story?

The 22nd Bond film will be hitting cinemas on Hallowe'en, and the game of the movie will be arriving on DS at the same time. The film is set just an hour after the conclusion of Casino Royale, and follows Bond as he captures Mr. White, and discovers his organisation has moles in the British Government and also the CIA. This leads Bond to a ruthless businessman who is planning to exploit unrest in Bolivia for his own gains. Cue 007...

What do we know?

The DS game doesn't only take its cues from the film, but will contain elements from Casino Royale, too. With the DS held like a book, you'll control Bond on the right screen with some inventive touchscreen controls, and the action is viewed from a pseudo-isometric third-person perspective. There's a neat mix of stealth and action gameplay, while the game has some RPG elements, in that you can upgrade Bond's abilities to suit your preferred style of play.

When do we get more?

Well, the game's out at the same time as the film, so you'll have the verdict then, but we'll attempt to get our hands on the game before then to bring you more detailed impressions.

Anything else to declare?

At various points you'll be able to engage in conversations with other characters which open up new narrative areas in the game – pick the right response and you are then able to unlock secret items or skills.



Boss fights may be slightly easier than they look, but they still offer some thrilling moments.



"The boss battles look impressive, as do some of the levels themselves"

It's always more satisfying to beat up large enemies. Hellboy's foes are all pretty hefty, so you'll enjoy smashing them into pieces all the more.



The character models are impressively realised, but it's the environments that stand out.



LATEST NEWS

Hellboy 2

Ol' Red Face is back

What's the story?

Guillermo del Toro's recent film sequel isn't actually the inspiration for this game (subtitled *The Science of Evil*) – instead, you'll control Mike Mignola's most famous creation as he uncovers a Nazi plot to take over the world. Hellboy abandons his existing chase of a crazed witch, and attempts to foil lunatic baddie Hermann von Klemp and his evil plan.

What do we know?

It may as well be called *Hellboy of War*, as *The Science of Evil* owes a huge debt to Kratos' battles in Ancient Greece. It's a third-person brawler which allows you to utilise the protagonist's superpowers to smash opponents into the ground. Context-sensitive kills and interactive cutscenes abound – which of course means the return of our old friend the QTE. While the gameplay may seem fairly familiar, a few tweaks to the battle system add a degree of strategy. And the boss battles look impressive, as do some of the levels themselves, which showcase a series of gorgeous environments.

When do we get more?

It's out later this month, so with any luck we'll have a review for you in the next issue of HGZine.

Anything else to declare?

Apparently the game will feature some co-operative multiplayer modes, where you can play as famous characters from the Hellboy universe, which will include Abe Sapein and Liz Sherman.

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DS

iNcOmInG

Coming to a dualscreen near you!

**Grand Theft Auto:
Chinatown Wars**

Publisher: Rockstar | ETA: Q4 2008

This announcement at E3 thrilled the audience, and although no more than a logo was shown, many gamers' minds are racing with the possibilities. We wouldn't bet against a return to the 2D of the early GTA titles, but if anyone can make a 3D version work on the DS, then Rockstar can.

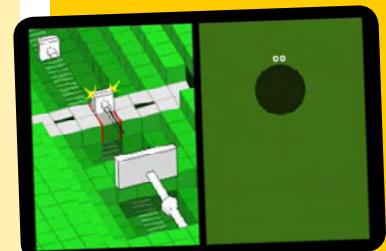
**Lock's Quest**

Publisher: THQ | ETA: 26th September

Meanwhile, the developer of the original Drawn To Life game has been pretty busy with a new title of its own. The lead character – based on the illustration on the original Drawn To Life boxart – is tasked with defending his world from invading enemies by creating structures and weapons from building blocks. With more strategic and puzzle-based elements, this should skew a little older than Drawn To Life, and Wi-Fi multiplayer battles round out the package nicely.

**COMING
SOON**

Sim City Creator (19th September)... Make 10: A Journey of Numbers (26th September)... Dungeon Maker (17th October)... Avatar: The Last Airbender (17th October)... All-Star Cheer Squad (14th November)... Age of Empires Mythologies (28th November)... Prince of Persia: The Fallen King (Christmas)... Star Wars: The Clone Wars (Christmas)

**Rhythm Heaven**

Publisher: Nintendo | ETA: Q4 2008

The original GBA Rhythm Heaven (which was called Rhythm Tengoku in Japan) was never released in the west, so this is actually a localisation of the sequel, Rhythm Tengoku Gold. Coming from the team behind the Wario Ware games, you'll need to tap and flick the stylus in time with the beat through a number of quirky minigames. With a wacky sense of humour, and compulsive rhythm-action gameplay, this could be one of the best DS games of the year.

**Drawn To Life: SpongeBob SquarePants Edition**

Publisher: THQ | ETA: 26th September

The original Drawn To Life was a truly unique concept which didn't get the acclaim it really deserved. Now it's been tweaked to feature Nickelodeon's loveable sea-dweller – indeed, it references a specific episode of the cartoon where SpongeBob draws himself an enemy which comes to life. You'll still be customising your own environments and characters, and with the surreal humour of the show intact, this should be even more entertaining than the original.

Kirby Super Star Ultra

Publisher: Nintendo

ETA: August

Kirby's SNES adventure is widely regarded as one of his best, and it's back on DS with a wealth of new modes and minigames to bolster the original game. Super Star will feature updated graphics and rendered cutscenes, while the Ultra part comes in the form of a number of new unlockable stories, as well as three touchscreen-controlled multiplayer games – all of which only require one copy of the game to enjoy with three friends.

**Dragon Quest:
Chapters of the Chosen**

Publisher: Square-Enix | ETA: September

Huge in Japan, the Dragon Quest series has recently started making waves in the west, so Square-Enix has sensibly dropped the number IV from the title of the forthcoming DS remake. The publisher has spent big money on a lavish retelling of the original story, with all-new 3D visuals and presentation. It'll be followed soon by Hand of the Heavenly Bride and Realms of Reverie, so now's the time to jump on board.



MOBILE NEWS



Call of Duty: World at War

Publisher: Glu | Release date: Autumn 2008

With the sublime Call of Duty 4 firmly establishing Activision's franchise as the first-person shooter title of choice, the forthcoming sequel Call of Duty: World at War is understandably getting a lot of attention at the moment. Mobile gamers aren't being left out either, as Glu has confirmed it will be handling development of the game. No shots have been published as yet but we hope the mobile adaptation will contain all the thrills and spills of its home console counterpart.

Transformers: G1 Awakening

Publisher: Glu | Release date: Autumn 2008

We love Transformers here at HGZine, so we've understandably been keeping a close eye on this promising title. Glu has released more screens as well as further gameplay details, and if we're being honest it's got us more excited than a schoolboy opening an Optimus Prime toy at Christmas. The lush 3D visuals and engrossing turn-based gameplay should make this a tantalizing proposition for all mobile gamers.



South Park: Imaginationland

Publisher: RealArcade | Release date: TBC

Although it has faded from the limelight considerably in recent years, South Park is still going strong as this upcoming mobile game proves. A bizarre mixture of pinball, puzzle solving and (naturally) crude humour, Imaginationland is notable for its highly detailed visuals and speedy gameplay. We're not sure there are many South Park fans around these days but for those of you that have stuck with the antics of Cartman, Kyle, Kenny and co, this should be just the ticket.



Soul of Darkness

Publisher: Gameloft
Release date: TBC

Someone at Gameloft must be a massive Castlevania fan because their upcoming platformer Soul of Darkness is very similar to Konami's gothic masterpiece. This is no bad thing, as recent Castlevania titles have been uniformly excellent, and Gameloft appears to be putting a substantial amount of effort into this game. Graphically it looks gorgeous, and ranks as another mobile release worth keeping tabs on.



Aces of the Luftwaffe

Publisher: HandyGames | Release date: August

Fans of Capcom's classic 1942 arcade game might want to pop this on their list of games to keep an eye on. Aces of the Luftwaffe is a vertically scrolling shooter in which you assume the role of a crack fighter pilot tasked with taking out Hitler's dreaded air corps. Things certainly look promising from where we're standing, with large and details sprites flying over impressive backgrounds, but as is always the case, we'll reserve our verdict until the final version surfaces.

DS and PSP: The Year Ahead

Your one-stop guide to the future of portable gaming.

It's hard to believe that we're more than halfway through 2008 – it only seems like five minutes ago that we were wearily taking down the Christmas decorations here at HGZine towers – but it's not all bad. Traditionally the best games get

released towards the end of the year and with the DS and PSP both truly hitting their stride, it seems that portable gamers everywhere are going to be in for a seriously exciting few months. Here's a quick round up of the games that have caught our eye.

DS GAMES

PRINCE OF PERSIA: THE FALLEN KING

The Prince gets a new look in this platform adventure

DS



The DS game promises a more light-hearted tone than its counterparts.

Publisher: Ubisoft | **Release date:** Winter 2008

This is easily one of Ubisoft's leading franchises, and the all-new storyline has justifiably got fans very excited indeed. Sporting a daring new art style and some lush visuals, this series reboot looks to have all the key ingredients in place. Given the stature of the Prince of Persia lineage, one would fully expect the developers to be putting as much effort as possible into making sure this is a prime candidate for the Christmas number 1 spot – definitely one to look out for.



CASTLEVANIA: ORDER OF ECCLESIA

Dracula is back for the third round of DS bloodletting

Publisher: Konami | **Release date:** Winter 2008 (USA)

This is the third Castlevania game to grace Nintendo's DS and looks to be the most accomplished instalment yet. Order of Ecclesia puts the player in the shoes of a female vampire hunter named Shanoa. The game contains highly detailed 2D visuals, a massive play area to explore and a whole host of new abilities to keep the hardcore Castlevania faithful contented. We're hopeful that Konami can deliver the goods and make this as enjoyable as the previous two DS entries.



Expect some epic boss battles – they're a hallmark of the series.

DS

CHECK OUT THE NEXT PAGE FOR MORE TOP DS GAMES

KIRBY SUPER STAR ULTRA

Everyone's favourite puffball hero returns

Publisher: Nintendo

Release date: September 2008 (USA)

Kirby may look like a harmless pink beanbag but he's undeniably a massive star in the world of videogames. This latest DS title is actually a remake of a Super Nintendo game rather than an entirely new product, but thankfully the original is one of the most-loved Kirby titles so it shouldn't be too much of an issue. All of the addictive sub-games found in the SNES version will be included in the remake, along with several all-new sections.



With several entertaining sub-games, Kirby could prove to be something of a classic.

DS

FIFA 09

Another year, another *FIFA* – will this one make the cut?

Publisher: EA | Release date: October 2008

The production line of football games never seems to stop, but at least EA always seems committed to putting in as many improvements as possible with each new entry. This year we're promised faster responsiveness, better player AI, a completely reworked collision system that should make on-the-ball tussles more dynamic and a new 'Be A Pro' career mode that should provide plenty of longevity. Chances are you already know in your heart if you want this game or not.



DS

Fingers crossed that the game will look better than this man.

PEGGLE DS

Prepare to be well and truly smitten with this one

Publisher: Popcap Games | Release date: Winter 2008

Peggle has been delighting PC, 360 and iPod gamers for quite some time now, and publisher Popcap has only recently announced that this highly entertaining videogame is DS-bound. Ranked by many as one of the most addictive games of all time, the gameplay involves clearing the screen of orange pegs by hitting them with balls. It sounds simple but like all truly great games there's loads of depth to be found here.



This is the PC version, but the DS one should look pretty similar.

DS

SONIC CHRONICLES: THE DARK BROTHERHOOD

It's a different role for Sega's hero

DS

Publisher: Sega | Release date: September 2008

Developed by RPG specialist BioWare, this marks a significant departure for Sega's speedy blue mascot. Instead of rapidly racing through each level, this game will contain interaction with other characters and turn-based combat. It all sounds rather at odds with the core ethos of the Sonic brand, but the visual style is gorgeous and the developer's track record can't be faulted – this could be truly special.

It's a strange fusion but Sonic + RPG could actually work.



CHRONO TRIGGER

This much-loved RPG epic is getting a dual-screen makeover

Publisher: Square-Enix | Release date: Winter 2008

Although it never saw a release in Europe, Square's SNES RPG Chrono Trigger was a massive hit for the company elsewhere in the world and second-hand copies regularly command high prices on Internet auction sites. This DS remake should therefore make lots of fans very happy indeed, with improved visuals and additional content. Easily one of the biggest DS releases of the year, this one should provide hours of compelling gameplay.



DS

If you've never played this classic before then you'll soon get your chance.

Other notable releases

FINAL FANTASY IV

A RPG remake that's well worth looking out for
GRAND THEFT AUTO: CHINATOWN WARS
Rockstar's super-franchise gets a DS outing
DISGAEA

The best-selling RPG series hits the DS
STAR WARS: THE FORCE UNLEASHED

Be a baddie in this latest Star Wars instalment
ELEBITS: THE ADVENTURES OF KAI & ZERO

The highly rated Wii title goes portable
HARRY POTTER AND THE HALF-BLOOD PRINCE
Can this tie-in improve on the previous game?
MYSIMS KINGDOM

EA expands its MySims franchise
SIMCITY CREATOR

The legendary city building epic comes to the DS
HIGH SCHOOL MUSICAL 3: SENIOR YEAR
One for the kiddies

LUMINOUS ARC 2
More top-quality tactical RPG action
CALL OF DUTY: WORLD AT WAR

Likely to push the DS hardware to its limits
QUANTUM OF SOLACE
Bond is back in a grittier adventure

DON KING PRESENTS: PRIZEFIGHTER
Boxing fun in the 'Punch Out' vein
METAL SLUG 7

SNK's 2D run-and-gun series receives an update
RUNE FACTORY 2: A FANTASY HARVEST MOON

As the title suggests, this plays a lot like
Natsume's other best seller
BLEACH: DARK SOULS

Sega's one-on-one fighting sequel looks set to better the previous game
NINJATOWN

Engaging gameplay should make this a hit
AGE OF EMPIRES: MYTHOLOGIES

The PC classic is downsized for DS consumption
CRASH BANDICOOT: MIND OVER MUTANT
The deranged animal returns for more platform action

PSP GAMES

PES 2009

Konami go back to the drawing board with this soccer update

Publisher: Konami | **Release date:** Autumn 2008
It's been said that PES overlord Shingo 'Seabass' Takatsuka was especially aggrieved at the critical bashing the 2008 edition suffered and has promised to completely overhaul the game engine for this forthcoming update – hopefully all his hard


PSP

work will result in a true rival for EA's best-selling FIFA soccer series. One of the more exciting additions is the 'Become a Legend' mode, which is PES's answer to FIFA 09's 'Be A Pro' feature.

PES 2009 and FIFA 09 will be going head-to-head later in the year.


CONTROL →

WWE SMACKDOWN VS RAW 2009

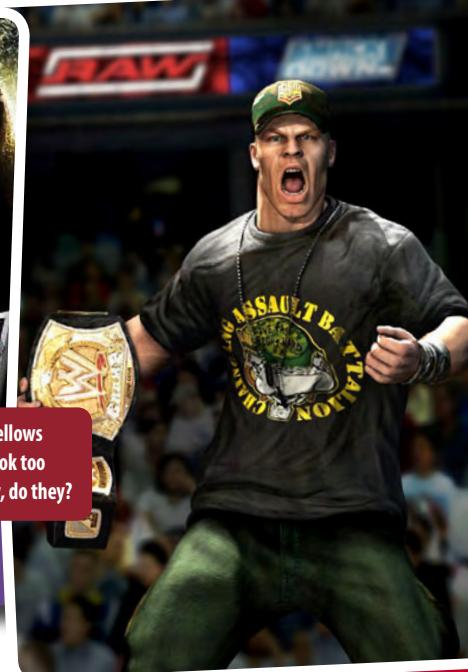
Big Daddy would be proud

Publisher: THQ | **Release date:** Winter 2008

Sweaty men grabbing each other and grunting – sounds like a night out in Glasgow to us, but it's actually a perfect description of the latest WWE videogame. An enhanced tag team mode is on the cards, as well as an 'Inferno Match' option, where the aim appears to be to set your hapless opponent alight. The usual 'season' and 'wrestler creation' modes are set to return, and from what we can see, this is going to be a robust sequel to the 2008 version.

PSP


These fellows don't look too friendly, do they?



PATAPON 2

Could be another leftfield hit for Sony

Publisher: Sony | **Release date:** Winter 2008

The original Patapon proved to be one of the most refreshingly original PSP titles in months, and it appears to have done well enough at retail to encourage Sony to have a second go. A quick glance at the screenshots released so far would indicate that not a lot has changed but the developers have promised a whole host of gameplay improvements that should make this quirky title – which, to the uneducated, is a bizarre yet thoroughly engaging mixture of rhythm action and real-time strategy – even more compelling. It's out at the end of the year, so if you've yet to experience the prequel, you've got plenty of time to track down a copy.

PSP


Other notable releases

LOCOROCO 2

More zany puzzle action from Sony

SUPER STARDUST PORTABLE

Blasting action in the palm of your hand

LEGO BATMAN

First Star Wars, then Indy and now the Dark Knight

STAR WARS THE FORCE UNLEASHED

Feel the Force in this all-new adventure

N+

Platform action with a speedy ninja to control

R-TYPE TACTICS

The shooter classic gets a tactical overhaul

BLOOD BOWL

This gruesome sporting title is shaping up nicely

TOM CLANCY'S ENDWAR

The master of military sims is back for more

NEED FOR SPEED UNDERCOVER

Hi-octane street racing action at its finest

PIPEMANIA

The old-school puzzle title gets a facelift

CONTROL →

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DS

HANDS ON



Publisher: Warner Bros.
 Developer: Traveller's Tales
 Heritage: LEGO Star Wars,
 LEGO Indiana Jones
 Link: <http://legobatman.game.com>
 ETA: September

LEGO Batman

A real winter blockbuster

We've noticed that quite a few people remain resistant to the allure of Traveller's Tales LEGO games. It's hard to understand why that's the case – though the games are undeniably easy, they're also beautifully crafted pieces of software.

In our view, there's absolutely nothing wrong with the fact that it's hugely accessible to all audiences. After all, Nintendo has been doing that for decades now, and need we say more about the Kyoto giant's amazing output here? With plenty of secrets squirreled

away for the completist to track down, we know a fair few hardcore gamers who are hooked on the easy-going charms of the brick-based action-adventures featuring Indiana Jones and the Rebel Alliance.

But what of the Caped Crusader? Well, if our early impressions of the Dark Knight's latest digital antics are anything to go by, then he's an even better fit for the baddie-smashing, block-building universe of LEGO.

The LEGO titles have always been better with two players involved, and



Button controls are used for the most part, though you can use the stylus for a physical approximation of certain moves, like lifting, or lever-pulling.

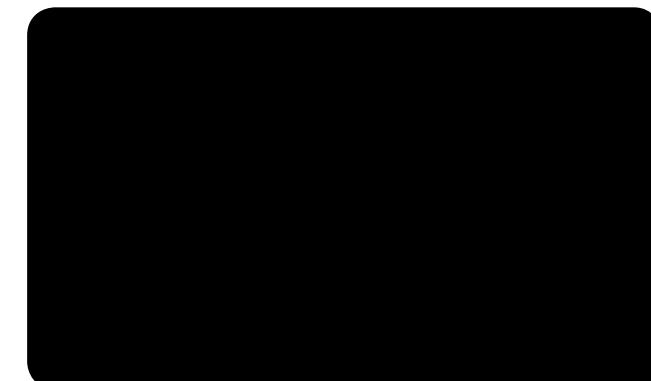
With all Batman's foes escaping from Arkham Asylum, there are plenty of opportunities to create havoc as a series of villains.



The 3D visuals have plenty of charm, and the characters are all well-animated.

"The DS game looks remarkably similar to the home console versions"

here Batman's joined by partner Robin. The Dynamic Duo are granted additional abilities thanks to the addition of tech suits – one allows Batman to soar across huge gaps, while Robin gets magnetic boots which allow him to climb to previously unreachable heights. This adds more variety to the action, particularly when combined with some of the new puzzles which require a greater element of co-operation, rather than the simplistic pathfinding tasks of previous games. You'll also get to play as all of the classic Batman baddies, nearly all of which have their own strengths rather than many being simple re-skins of existing characters.



HGZine



HOW COMPLETE?

90%

FIRST IMPRESSIONS

85%

More portable pleasure from Traveller's Tales?

DS

HANDS ON

Final Fantasy IV

Square's conflicted hero returns with a 3D makeover

Tortured protagonists may not seem like anything new in modern videogaming, but back when Final Fantasy IV was launched on the SNES 17 years ago, Cecil the Black Knight was a revelation. Tasked with salvaging four mystical crystals, Cecil is torn between following his own moral compass and fulfilling his duty to king and country as he uses excessive force to obtain the crystals. As he questions his monarch, he's stripped of his rank, and sent on one final mission which ends very badly. He flees his country, and sets out to protect innocent nations from the kind of

violence he himself was only recently inflicting. Thus begins one of the most emotional, epic role-playing games ever made, and a title widely regarded as one of the best of the Final Fantasy series.

While it had significant impact at the time, the original game now looks, sounds and feels more than a little outdated. Cue this DS remake, which brings a legendary title bang up to date, with an audiovisual treatment that's arguably even better than the sterling work Matrix Software did with Final Fantasy III last year. Though the infrequent CGI interludes are slightly at odds with the look of the characters in the game's 3D engine, the graphics are otherwise extremely impressive, with some exceptional creature design which breathes new life into the menagerie of monsters. Many of the cutscenes are fully voiced, and the characters have been fleshed out a little more, with thought bubbles betraying their emotions when

The story sequences are much more dramatic this time around, and are one of the main reasons why this is such a leap over GBA remake FFIV Advance.



"The Active Time Battle system makes for exciting turn-based combat"



you're accessing menus. Sure, the random battles are still a little too frequent, but the Active Time Battle system makes for more exciting turn-based combat, while the game's superb pacing means you're never far away from a new character, mission or environment.

We're currently working our way through the US version of FFIV and we

SCREEN PLAY

How the SNES classic was updated for DS



Command & conquer

Great Whyt hope

Dungeon masters

Command & conquer

If you've got the battles set to the original Active Time system, or you want to save time during straightforward turn-based combat, then the new command bar is a godsend. It allows you to customise menus so that spells or attacks you use often are instantly available.

very much like what we've seen so far. Barring a disaster in the European localisation, expect this to get a high score when we review the finished PAL version very soon. ●



HGZine



HOW COMPLETE?

95%



Another fantastic remake from Square?

90%

DS

HANDS ON

The Mummy: Tomb of the Dragon Emperor

"So these are the good undead guys, right?"

When it comes to battling the undead, even Resident Evil 4's Leon S. Kennedy has nothing on Rick O'Connell. He's already beaten the original Mummy twice, and now he's back to take on a third resurrected evil, this time in China. Joined by his son Alex (now an annoyingly good-looking smartarse twentysomething) he heads east to destroy the armies of the revived Emperor and do his world-saving thing.

With a whopping \$175m estimated cost, the film certainly doesn't skimp on the action, and though more modestly budgeted, the game is plenty intense, with hordes of crusty old warriors rising up from the earth and attempting to separate your head from your shoulders. You'll travel between ancient Chinese catacombs and the snowy tops of the Himalayas, but the objective remains pretty much the same throughout – battle against a ton of foes, using either fists and feet in melee combat, or guns if you prefer to take out your enemies from

a distance. You'll be able to move between styles extremely smoothly, and you'll get your hands on plenty of different weapons as you progress, all of which can be used against your



You'll be required to carve out ancient runic symbols using your stylus on the touchscreen.

zombified opponents. It's not all punching and shooting, though – many objectives require you to solve puzzles or decode hieroglyphics, so brain power as well as brute force is needed to get through each stage.

The game's controls are pretty fluid, allowing you to reload and shoot while running – which is a godsend when you're surrounded (which will happen all too often). Certain sequences in the game see you up against the clock as well, so being able to run and gun simultaneously will have you breathing a sigh of relief when you make it out with seconds to spare. Boss fights will almost certainly require you to use your character's special abilities – which are activated with a tap of the left shoulder button – though these are fairly strictly limited, so you won't be able to use them all the time.

The presentation on the lower screen is nice – showing a bit more imagination than your average health bar and ammo supply details.



The word on the street is that the buzz surrounding the film is surprisingly positive, so let's hope the same applies to the game when it arrives on store shelves very soon. ●



HGZine



HOW COMPLETE?

95%

FIRST IMPRESSIONS

80%

Plenty of thrilling action for fans of the film

International Athletics

Going for gold

Just in time for the Beijing Olympics, International Athletics faces a tough challenge on its hands – to oust New International Track & Field from the top of the handheld

sporting podium. But if you're after something a little more realistic (and one which doesn't leave you feeling exhausted after an hour's play) then Ghostlight and experienced mobile phone game developer The Code Monkeys have the answer.

International Athletics might have a more sim-like leaning than Konami's effort, but the developer has ensured that its gameplay is accessible to all. There are 14 events in total, ranging from the track-based 100m sprint and 110m hurdles through to archery and pistol shooting in the field. If you're more interested in throwing things, then you're particularly well served, with the discus, hammer, javelin and shot put events all putting in an appearance, too.

Though early animations seem a little stilted, the 3D visuals are generally pretty impressive, with the character models looking particularly solid on PSP, though the DS is no slouch in that

"The game has a series of online leaderboards and modes for local and online multiplayer matches"

department easier. The two titles control slightly differently however, with the DS utilising the touchscreen to tap onscreen footprints when running, while the PSP game uses a button-based approach. While the single player has plenty of events to tackle, it's in multiplayer where sporting events reach their competitive peak, and International Athletics has plenty to offer in this area, with a series of online leaderboards and modes for local and online multiplayer matches. You'll also be able to totally customise your avatar, from altering their facial features to their body shape.

With a lengthy Career mode for solo players, it looks like International Athletics has plenty to offer, whether

MEDAL WINNER

How to achieve a podium finish



The first hurdle

Fosbury flop

Chancing your arm

The first hurdle

The track events generally offer a fairly unusual control scheme – on the DS at least, where you tap footprints to move your athlete – and the hurdling event also has a dynamic camera angle to add further excitement. While the DS game has some decent 3D considering the machine's capabilities, International Athletics has a significant graphical edge on PSP.

you're gaming alone or with friends. If The Code Monkeys can prove themselves as adept at programming for DS and PSP as they are working with mobiles, then this will be one summer sports spectacular not to be missed. ●

PSP

DS

HGZine

HOW COMPLETE?

95%

An Olympian effort, but is it too late?

FIRST IMPRESSIONS

80%



DS



Publisher: Konami
 Developer: Sumo Digital
 Heritage: SEGA Superstars
 Tennis, Driver 76
 Link: www.newtrackandfield.com
 OUT NOW

New International Track & Field



The original button basher returns in style

Although there are few athletic games floating around at the moment – the current highlight being Sonic and Mario at the Olympic Games – but if one company was going to run away with the gold medal here, then it's likely to be Konami, as they created the original groundbreaking Track & Field game.

As you'd expect, the object of the game is to power your way through a series of events – over 20 in total, including the more obvious ones (like 100 metres, javelin and long jump) which are neatly slotted in alongside ones like shooting, weight lifting and swimming, and they are unlocked as you progress through the Career mode.

Although there are notable nods to the original Track & Field games (the sound effects have been lifted directly, and the control method is still the ultimate in button bashing), the rest is a perfect example of how to take an old game and bring it kicking and screaming into the modern age.

For starters, you have a range of unique characters (each with their own

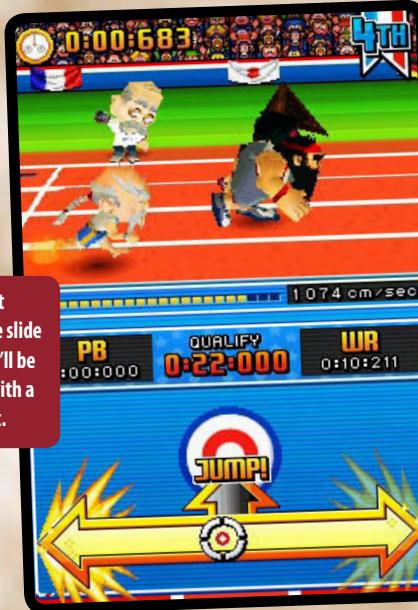
animations and unlockable costumes), and the way you play through the events has changed, too. You can play a single-player Career mode game or a range of single- or multi-card options – you can even join an existing game in the online community. Genius.

We had high hopes for this game, and we're happy to say that our hopes were justified. New International Track & Field is great to play on your own, but horribly addictive when you play with other people. Highly recommended. ●

Dean Mortlock

FANCY A CHALLENGE? Track & Field's unlockables revealed

Any game worth its salt now has to come with a range of intriguing and original extras to unlock. Designed to keep you playing long after you've completed the main game modes, we're happy to say that the unlockable Challenge modes in Track & Field are more than worth the effort. Featuring Konami's unsung heroes (including Frogger, the original roadkill), these are bonus minigames that earn you extra points and medals – which all go towards unlocking the next costume.



Hit the right spots on the slide bar and you'll be rewarded with a speed boost.



There are two shooting events in the game, and they're just as challenging as they ever were.

**HGZine
Verdict**

It's hard to imagine a better athletics game for the DS. Stunning

DS

- Tons of events
- Plenty of bonus features
- Fantastic multiplayer, too

9



DS

Race Driver: GRID

Smooth and good looking, but enough about us...

Games for the DS are occasionally criticised for lacking the graphics polish that can often be found on the PSP titles, but we're happy to say that isn't a criticism that could be levelled at Race Driver: GRID. This becomes immediately apparent when you load up the comprehensive Race Driver single-player mode, as picking the country you wish to race in (choosing from Europe, Japan or United States) is done by spinning around a globe with the stylus on the bottom screen. It's a small touch, but one that kept us amused for far longer than it should.

Get into the game itself, and the shine doesn't fade one bit. You choose your location, pick the venue you want to race in and then you're quickly into the action. And if you're not impressed by the speed and smoothness of the game's excellent 3D engine, then you should check your pulse, as we fear that you might be dead. And as you can see from the shots here, it's a bit of a looker, too.

The car's handling is impressive, too. While maybe not as solid as the home console versions (and you could probably argue that there's not a huge amount of variety between cars), it's responsive, intelligent and enables you to nip around the tracks with ease.

The track editor from Race Driver: Create & Race is back (and includes a few new and original features – including the ability to design your own trackside hoardings) and the multiplayer modes include options for single-card, multi-card and WiFi connection (with up to four players). You can also enter your fastest times onto a global online leaderboard, too.

There's even a range of unlockable bonus events to find, too. These usually appear when you manage to win first-place in an event, and include Speed Test (where you need to go around the track in a challenging average time) or Steering Test (drive as fast as is humanly possible, while also managing to

"The track editor from Race Driver: Create & Race is back, and includes a few new and original features"

There are plenty of cars to choose from.



VEHICLE SELECT

NISSAN SILVIA D1 SPEC S15

1/4

CONTROL →



LAP 1/3

1/1

00:11:73

00:11:73



LAP 1/3

2/8

00:47:61

00:47:61

And if you're not impressed with the tracks that the game gives you then you can always make your own.



LAP 1/3

00:11:54

00:11:54

Keep an eye on the icons on the bottom screen, as they show the damage your car is taking.



LAP 2/2

2/8

00:1:51:49

00:1:51:49

There's a surprisingly large amount of trackside detail, which is especially noticeable in the city-based courses.

navigate through a series of hoops – miss any and you'll incur a time penalty).

It's impossible not to be impressed with Race Driver: GRID. The game engine is one of the best yet seen on the DS, and it's more than backed up with a stunning range of player modes and extras. Miss it and miss out.

Dean Mortlock

**HGZine
Verdict**

A worthy update of one of the finest driving games on the DS

- DS Stunning graphics
- DS Fine handling, too
- DS Tons of game for your money

9



Publisher: Codemasters
Developer: Firebrand Games
Heritage: Race Driver: Create & Race
Link: www.codemasters.co.uk/games/?gameid=2613
OUT NOW



VEHICLE SELECT

NISSAN SILVIA D1 SPEC S15

1/4

CONTROL →



PSP

Buzz! Master Quiz

There's a Buzz on the streets...

Fingers on the buzzers... here's your starter for 10. Can Sony bring their best-selling puzzle game Buzz! to the PSP with a fair degree of success without the unique selling point of the buzzer peripherals? Is the answer...

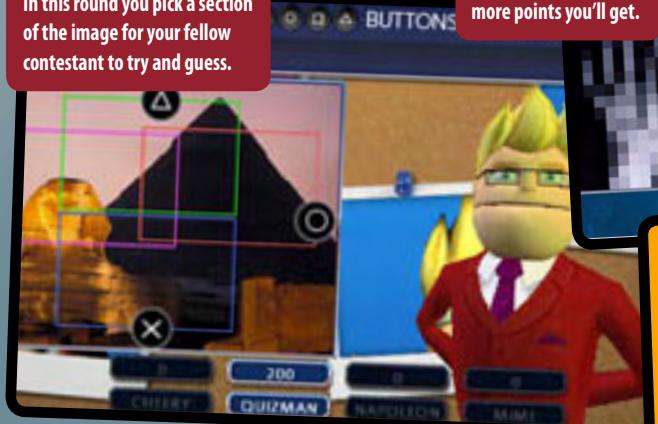
- A) Yes, of course.
- B) Not a chance.
- C) Yes, with reservations.
- D) No, but it's a good effort.

Well, the answer definitely isn't B, it isn't quite A and thankfully it isn't D, which leaves us with C. And if that's the one you picked, then 10 points to you and a gold medal, too. Congratulations!

You see, no matter how much you try to ignore it, you really do miss the buzzers which made the original PS2 game so much fun. Sure there's a fastest finger option for one of the multiplayer game options – the other two are Pass Around and Quiz Host (where one player takes the role of

In this round you pick a section of the image for your fellow contestant to try and guess.

The quicker you answer the questions, the more points you'll get.



"You do miss the buzzers that made the original so much fun"

Buzz, the game's jovial host) – but it doesn't quite match the brilliance of being crowded around a TV, nervously hovering your fingers over a primary coloured plastic button.

Solo gamers do get to pick one of the 10 in-game characters and then play through the Solo Quiz Challenge, which is made up of themed rounds

like Picture This (guess the picture), Quickfire (answer the questions as quickly as possible) and Snapshot (like the TV gameshow Catchphrase). Sadly though, as good as the variety of the rounds is, the single-player game isn't likely to take you more than a couple of hours to complete – and then maybe an extra hour or so to unlock all the Special Trophies.

Buzz! Master Quiz isn't faultless, but it is a lot of fun. The questions are a little hard for younger gamers, but if you've have a naturally inquisitive nature and a few PSP-owning mates, then you should get enough fun out of this game to consider a purchase.

Dean Mortlock

WHICH FORMULA 1 DRIVER RETIRED IN 2006 AFTER WINNING SEVEN WORLD CHAMPIONSHIPS?



FROM OLDEST TO YOUNGEST, PUT THESE DIRECTORS IN THE RIGHT ORDER.



See? We told you that the questions were tough.

HOT BUZZ

Meet the man who has all the answers

Buzz is the host of the quiz, and a very good host he is too. There's a seemingly endless range of sharp quips and knowing comments at the beginning, end – and, more often than not, during – each question of the game. It's a neat touch and transforms what could have been a fairly ordinary quiz game into something far more unique.



**HGZine
Verdict**

Buzz! comes to the PSP, and it's better than it could've been

PSP

- Original quiz options
- Great multiplayer games
- Short single-player mode

7

DS



Publisher: Square-Enix

Developer: Square-Enix

Heritage: Final Fantasy series, Dragon Quest series

Link: <http://na.square-enix.com/ftta2>

OUT NOW

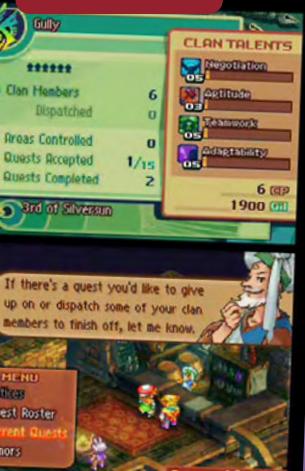
Final Fantasy Tactics: Grimoire of the Rift

Clear a space in your diary – the classic tactical RPG is back

Videogame characters never learn. Within five minutes of the game's opening, protagonist Luso Clemens finds himself transported to another world by that hoary old cliché, the magical book referred to in the title. So, far from enjoying the sunshine, he's plunged immediately into battle with a team of adventurers.

As stories go, it's far from original, but the setup has never been important in the Final Fantasy Tactics games. The previous Gameboy Advance title represented a very accessible take on the strategy-RPG genre, and its sequel continues in that tradition, gradually introducing new elements so as not to swamp newcomers, but retaining enough depth to appeal to those who spent the time beating its predecessor.

There's a bewildering number of quests to choose from, and you can lose yourself in the game for hours on end.



The graphics, as you'd expect from a Final Fantasy game, are stunning throughout.



"There's probably over 100 hours of gameplay awaiting the truly dedicated"

Few games treat their story almost as an unnecessary aside, but FFTA2 does – its 300-plus quests contain far more optional missions than plot-progressing quests, with various objectives immediately available on pub noticeboards in the towns you visit. It's a shame that so many of these tasks seem fairly menial, but they're all important in their own way, as each allows you to level up your party, or to

unlock items which make your group stronger for those story stages. You might merely have to find a specific ingredient, or to scare away a few creatures from a nearby field, but the battles themselves are enjoyable, and the 'laws' mechanic adds plenty of variety. You'll have restrictions imposed upon you by the game's judge – such as not being able to use certain spells or weapons – which makes for a few strategic readjustments to ensure you can complete the quest successfully. You can ignore the restrictions if you wish, but the rewards will be significantly reduced.

This only becomes an issue when some of the game's random elements turn against you, such as accidentally knocking back an opponent with an automatic counter. You can make provisions by changing your team's abilities, but it's still annoying. It's about the only thing wrong, though – and with probably over 100 hours of gameplay awaiting the truly dedicated, the majority will get more than their money's worth out of this.

Chris Schilling

BATTLE IT OUT

Fighting the Final Fantasy way



Learning the ropes

That old black magic

Stake your claim

Learning the ropes

Though it might seem daunting being thrust straight into a battle once you enter Ivalice, everything is explained in detail, and new elements are drip-fed throughout the early missions – almost too slowly at times. Here you're asked not to use ranged weapons, so you'll need to get up close and personal with your enemies.

**HGZine
Verdict**

A grimoire that we are pleased to say is far from grim

DS

- Splendid 2D character art
- Deep, addictive gameplay
- Slightly too easy

8

DS



Publisher: Pinnacle

Software

Developer: Tigranion

Heritage: The Scourge

Project (PC)

Link: www.doodlehex.com

OUT NOW

REVIEW 
FEEDBACK!
 Click here to tell us what you think of Doodle Hex

Doodle Hex

Did it put a spell on us?

Apuzzle game? On the DS? Surely not. Ah, but put you cynicism away young man, for it's not welcome here. Yes, Doodle Hex may be a puzzle game, but it's also a puzzle game with enough flair and originality to make it well worth considering.

Starting at the beginning (which is always a good place), the story behind the game centres around a College of Runes, where the students fill up the boredom between lessons by a bit of underground spellcasting – which is organised into a tournament by the school's ghost, Kalamazoo – and this is where the game takes over.

Playing either a single player game or a two-player one, the object of the game is simple: you need to reduce your opponent's health bar to zero while making sure at the same time that they don't do the same to you. This is achieved by casting one of the Rune spells that appear around the edge of the round playing area. Rather than simply tap on the spell though, the game forces you to trace its symbol on the circular area in the middle of the board.

It's a neat idea, and one that works very well indeed. More powerful spells require more energy, so the game becomes a delicate battle of skill as you



The game has a total of 14 characters, and they're all pretty different.



The more powerful spells do more damage but take more energy to cast.



The bottom character (player one) is blocking, but you can't cast while you do.



HGZine
Verdict

A fun puzzler that manages to be fairly original, too

DS

- An original puzzler
- Plenty of challenges
- A bit samey?

7

"Doodle Hex is a puzzle game with enough flair to make it worth considering"

QUICK ON THE DRAW

You'll need to be fast with the stylus here

Green spells can be cast with practically no energy, but for the stronger ones (especially the blue ones), you'll need to build up your green energy bar at the side of the screen. It's worth doing though, as some of the effects of the bigger spells can make all the difference between winning and losing.

Dean Mortlock



WIN! GUITAR HERO: ON TOUR FOR YOUR DS!

The Guitar Hero series has been one of the biggest successes in gaming since somebody decided that Space Invaders would probably work after all. Mixing a stunning music playlist with a unique peripheral, it's been love at first sight for anyone who's come into contact with it. We're big fans of it too, obviously, and although we were unsure how this unique game could transfer to the PSP, we're happy to say that it's been done superbly.

But enough waffle, what you really want is the opportunity to play it for yourself. Well, you could go into your local gaming emporium and buy it, or you could enter our rockin' competition and see if you can win one of the three copies we've got to give away!

To enter the competition, just answer the amazingly simple question to the right and that's it. And we wish you the very best of luck!



MOBILE REVIEWS

All the latest from the world of mobile phone gaming



Guitar Hero III Mobile

Publisher: Hands-On Mobile

The Guitar Hero series has been a massive hit on home consoles but we weren't convinced it would work on a mobile phone. Thankfully, now we've played it we can confirm it's pretty special. Okay, so the controls have been simplified and the midi music is obviously something of a letdown, but all things considered this is still an impressive achievement.

Addictive gameplay

Neat graphics

Song quality is a letdown

Marvellous mobile metal

8

Decent presentation

Too restrictive

Lightweight gameplay

This should be locked away

4



Prison Break

Publisher: Vivendi Mobile

Based on the hit TV show that unsurprisingly involves people breaking out of prisons, Vivendi's latest mobile epic certainly tries hard but sadly fails to recreate any of the tension from the show. Your character moves around the prison in a very linear fashion and there's little in the way of choice available to the player – the gameplay is essentially about pressing the right button at the right time. This is a crushing disappointment.

Assassin's Creed HD

Publisher: Gameloft

Our mobile phones have already been graced with an Assassin's Creed game but developer Gameloft obviously thinks we're keen for more. While the previous title was a resolutely 2D affair, this update comes in gloriously rendered 3D and is all the better for it. Replicating aspects of gameplay witnessed in the full-scale console version, this mobile interpretation is impressively realised and exquisitely crafted. Thank goodness Gameloft came back for a second bite of the cherry, because this really is excellent stuff.

Gorgeous 3D

Engaging gameplay

Plenty of variety

Altair looks better than ever

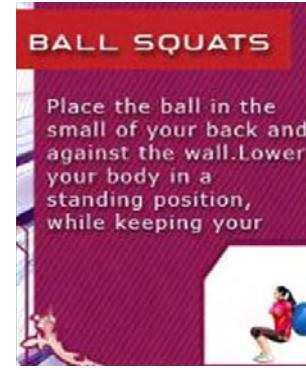
9



Nell McAndrew's Body Fitness

Publisher: AMA

AMA is quickly becoming the resident expert when it comes to lifestyle gaming as this latest fitness-focused release confirms. Featuring the delectable Miss McAndrew (sadly minus her Tomb Raider costume), this 'game' seems hell-bent on making you feel as ashamed as possible about your state of health. To be honest, you'll find nothing here that you didn't already know, and the one redeeming feature – Nell herself – never really gets the chance to shine. There are easier ways to keep yourself fit – go for a run and leave your phone at home!



Good intentions

Useless advice

Basic visuals

Patronising nonsense



RECOMMENDED

Four mobile games you must own

Race Driver: GRID

(Glu)

This is definitely one to show off to friends.

Boom Blox

(EA Mobile)

Astonishingly addictive fun to be had here.

Fort Apocalypse

(Living Mobile)

We love the smell of napalm in the morning.

Robert Ludlum's The Bourne Conspiracy

(Vivendi Mobile)

Tense platforming action throughout.



Iron Man

Publisher: Hands-On Mobile

We've been looking forward to this movie tie-in ever since it was announced but it's our sad duty to report that Iron Man's mobile outing is distinctly rusty around the edges. Yep, it's another movie license that fails spectacularly to deliver the goods. It's a vertically scrolling shooter with some decent graphics but ultimately it's far too bland and repetitive to be enjoyable. It's also unforgivably short and even the most inept player will be able to complete it in the space of an hour. Sadly, this is another waste of a potentially good license. Better luck with the movie's sequel, guys...

Half-decent graphics

Repetitive

Too short

An-*so*-super hero

4



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Inbox

Your questions answered and your fears put to rest, courtesy of HGZine!

I'M TRYING TO AVOID ASKING the question 'What's best – FIFA or PES', but it seems that the gap between the two games is becoming closer every year. Do you think that this could be the year that FIFA finally overtakes PES?

James Dodd, Yeovil

>> You're right to think that James, as FIFA has improved dramatically over the past few years. And although there have been small improvements with PES, it's clear that there's far less to choose

Don't miss
Issue 20

Out
Sept 11
Sign up
now!

CONTROL →

between the two games than there used to be.

We'll be watching this autumn's final with interest when the two games are released, as we think it'll very close indeed.

I love all the mags that you do (I've got a 360, DS and a PC), but I'm also thinking about getting a Wii because I like the thought of lightsaber battles in The Force Unleashed.

So why don't you guys do a Wii magazine, as you cover every other major format? I'd love to know what you think about all the best Wii games, as I really value your opinion.

Lee Juniper, Abingdon

>> It's funny you should say that, Lee. Check out next month's HGZine for some very exciting news!

I WAS REALLY IMPRESSED with Guitar Hero: On Tour. When I heard that it was coming to DS I thought it was a terrible idea, but I have to admit that it's actually pretty good, and the Grip thing works really well. Okay, so it's not as fun as the proper game as you don't have the guitar to play with, but it could have been much worse, so top marks to the developers for actually trying to do something original and clever.

Gary Leach, Weston-super-Mare

>> We get a lot of letters about Guitar Hero on the DS, and the majority of them are very positive. It just goes to show that you don't always need a next gen console to play next gen games.



Pro Evolution Soccer
– or PES to its friends.
Coming to a DS and
PSP near you soon.

WHAT IS IT ABOUT THE STYLUSES that come with the DS? When I got my DS I was determined that I wasn't going to lose either the main one or the spare, but within a couple of weeks I'd lost them both! Since then I've bought four more spares from my local game shop, but now only have one left. I can't seem to hold on to them. Any thoughts?

Rick Banner, Sheffield

>> We think that's one of the great unanswered questions of our time. We keep losing ours too, and we haven't got a clue where they go.



Guitar Hero: On Tour –
A lot of you seem to
like it, apparently.

GAME MATTERS

Small nugget-sized musings on the games you're playing

ARE THERE ANY MOUNTAIN BIKING games for the DS? I'm a big fan of Downhill racing and reckon it'd make a great console game.

Bill Wicks, Essex

>> That's a great idea, Bill. Codemasters did a mountain biking game a few years ago for the PSOne, but we think a new one would be excellent. Let's start a petition...

I'VE HEARD THAT ROCKSTAR are working on a version of Grand Theft Auto 3 for DS. Is this true? And, if so, do you know when it'll be released?

Jon Hare, London

>> The answer is no, but they are working on a game called GTA: Chinatown Wars – see Incoming for more information.

NOW THAT WE HAVE Guitar Hero: On Tour for DS, do you think that they'll release any other updates for it? I'd love to play Guitar Hero: Aerosmith on the DS.

Will Black, Birmingham

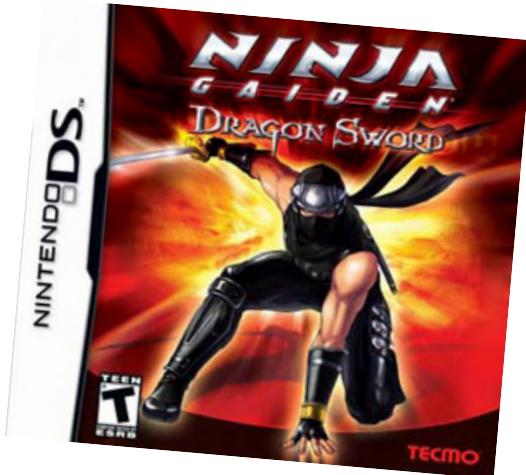
>> So would we, and as Activision spent so much developing the Grip peripheral, you can bet that more games will appear soon.

WIN! FIVE COPIES OF NINJA GAIDEN UP FOR GRABS!

Ninja Gaiden was a bit of a surprise to us when we reviewed it in HGZine issue 17. We always thought it had the potential to be good, but we weren't expecting it to be one of the sweetest 3D slash-'em-ups yet seen on the DS. We gave it a very respectable 8 out of ten, and particularly liked the fact that – aside from blocking – all the controls are done with the stylus on the bottom screen, making the gameplay feel very fluid indeed.

In fact, we liked the game so much that we were on the phone this month to Ubisoft begging them for copies to give away. Naturally they said yes, and so, thanks to them, we've got five copies of this excellent action/adventure game to give away to you lot!

Entering the competition is easy. Just supply us with the answer to the question on the right, follow the instructions, and the very best of luck.



NEXT MONTH...

STAR WARS: THE FORCE UNLEASHED



**Everything you need to know about
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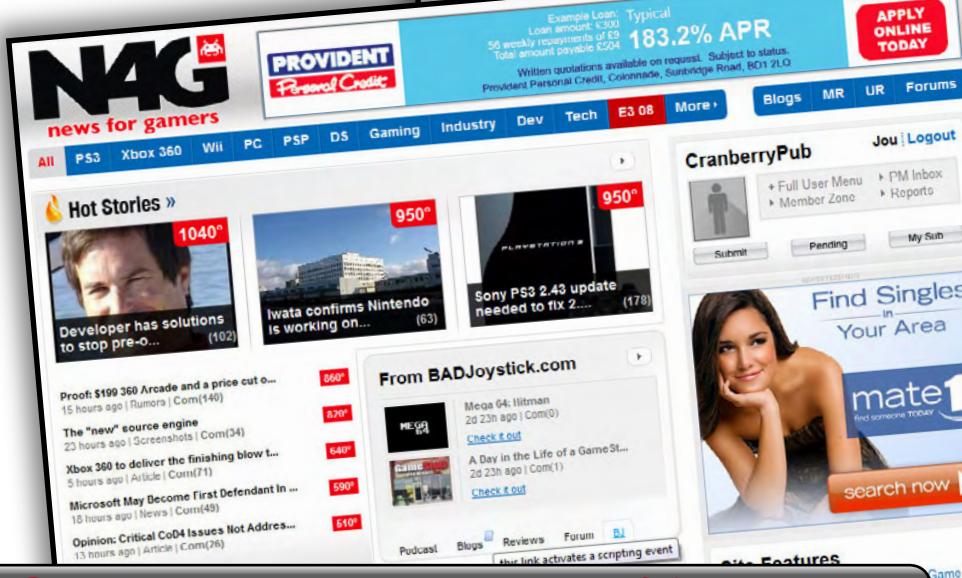
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